

A complex blend of speed of Ice-hockey, the precision of Netball and the complex curves of Crown Green Bowls. Played between two droids on a specially constructed pitch.

Unlike almost every other sport the pitch is not flat, instead it has bumps, ridges, ditches and waves. At the starting level there is a single hill in the centre of the pitch, as the player's handicap increases he gets to play on every more convoluted pitches.

The object of the game is to outscore your opponent. Goals are scored by manoeuvring the ball into the goal that is set in the middle of the end wall. As in netball, a player is not allowed to move with the ball. Instead he must remain stationary and shoot. Like basketball the time that a droid can hold the ball is limited, at the end of the time period the automatic systems cut in and the droid fires in whatever direction and speed is currently selected.

The pitch is bounded by a fence, so it is possible to bounce the ball off this to get past the opposing droid, and of course by using the contours of the pitch it is possible to set up quite complex curve shots. The power of shot selected is indicated by the length of the droid's 'neck'. The higher the droid's head is hovering above its body the more powerful the shot set up. This enables you to work out where your opponent will fire the ball, enabling you to set up the best defence.

The on screen view is centred on the ball, it is not possible to show the entire pitch at once, so the view will scroll to follow movement of the ball, if your droid is out of the action he may end up off screen, and you will have to play by instinct. Just don't say we did not warn you.

CONTROLS

Without Fire Button pressed

Up	Move North East
Down	Move South West
Left	Move North West
Right	Move South East

Pressing Fire stops movement.

With Fire Button

Up	Extend Neck (increase power of shot)
Down	Retract Neck (decrease power of shot)



MASTERTRONIC IS A MEMBER OF THE MASTERTRONIC GROUP OF COMPANIES

The program code, graphic representation and artwork are the copyright of Mastertronic and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mastertronic. All rights reserved.

© Mastertronic Limited 1988

Made in Great Britain

Design: Words & Pictures Ltd, London

MAD·MAD·MAD

MASTERTRONIC added DIMENSION

Left	Rotate anticlockwise
Right	Rotate clockwise
Fire	Shoot

OPTIONS

At the start of the game you will be given an opportunity to select the following parameters for the tournament you are about to play.

Pitch style	1 to 4
Timeout	The time allowed in possession of the ball before shooting

Game length
Mass of ball
Mass of robots
Acceleration
Breaking
Friction

PITCH STYLES

1. Hills

This is the simplest pitch design. The pitch consists of a central plain, on which there are one to seven hills, depending on the handicapping level, arranged in standard 'playing card' patterns. At either end of the pitch there is a bank stretching across the whole of the pitch, rising up to the flat goal area.

2. Ditches

This is in effect the opposite of the hills pitch. The central area is raised up, with banks down to the two goal areas. In the central plain there are depressions, again arranged as playing cards.

3. Waves

In this style of pitch the whole surface is level, except there are troughs that run both across and along the pitch.

4. Mixed

Exactly what it says, a mix of all the styles mentioned above, this is the surface favoured by experts as it allows for the greatest use of skill in positioning the ball and selecting the shots.

LOADING INSTRUCTIONS

SPECTRUM

Type LOAD "" and press ENTER.

Controls

You have a choice between using a joystick or the keyboard.



The keys are initially set to Q, A, O, P, SPACE, but you can define your own keys.

AMSTRAD 464

Amstrad 464

Press CNTRL and small ENTER.

AMSTRAD 6128

Type ITAPE and press RETURN

Press CNTRL and small ENTER.

Controls

You have a choice between using a joystick or the keyboard.

The keys are initially set to Q, A, O, P, SPACE, but you can define your own keys.

ITALIAN

CONTROLLI

Senza premere il bottone di fuoco

Su - Muove a Nord Est

Sinistra - Muove a Nord Ovest

Premendo il bottone di fuoco, i movimenti cessano

Giu - Muove a Sud Ovest

Destra - Muove a Sud Est

Con il bottone di fuoco premuto

Su - Allunga il collo

(aumenta la potenza del tiro)

Sinistra - Ruoto in senso Antiorario

Fuoco - Tira

Giu - Ritira il collo

(diminuisce la potenza del tiro)

Destra - Ruoto in senso Orario

ISTRUZIONI DI CARICAMENTO

Amstrad 464: Premere CNTRL et ENTER minuscule

Amstrad 664/6128: Battere TAPE e premere RETURN quindi premere ENTER minuscule.

KEYS

Q, A, O, P, SPACE

FRENCH

LES COMMANDES

Sans s'attacher le bouton feu enfonce

Haut - Allez au Nord Est

Gauche - Allez au Nord Ouest

Vous arrêtez les mouvements en appuyant sur Feu.

Bas - Allez au Sud Ouest

Droite - Allez au Sud Est

Avec le bouton feu tenu enfonce

Haut - Allongez Cou

(Augmentez Puissance du tir)

Gauche - Tournez dans le sens contraire

des aiguilles d'une montre

Feu - Tirez

Bas - Retirez Cou

(Diminuez Puissance du tir)

Droite - Tournez dans le sens des aiguilles

d'une montre

INSTRUCTIONS DE CHARGEMENT

Amstrad 464: Appuyez sur CNTRL et la petite touche ENTER.

Amstrad 664/6128: Tapez et appuyez sur RETURN puis appuyez sur la petite touche ENTER.

KEYS

Q, A, O, P, SPACE

GERMAN

KONTROLLEN - JOYSTICK

Ohne gedrückten Feuerknopf

Hoch - Nord - Ost bewegen

Links - Nord - West bewegen

Feuer drücken - Halt die Bewegung an

Runter - Süd - West bewegen

Rechts - Süd - Ost bewegen

Mit gedrückten Feuerknopf

Hoch - Hals länger machen

(stärkerer Schuss)

Links - Links herum drehen

Feuer - Schiessen

Runter - Hals kürzer machen

(schwächerer Schuss)

Rechts - Rechts herum drehen

LADENWEISUNGEN

Amstrad 464: Drücken Sie auf CNTRL und die kleine ENTER Taste

Amstrad 664/6128: Tippen Sie TAPE, drücken Sie RETURN und dann die kleine ENTER Taste.

KEYS

Q, A, O, P, SPACE